



International Standard

ISO/IEC 23090-23

Information technology — Coded representation of immersive media —

Part 23: **Conformance and reference software for MPEG immersive video**

Technologies de l'information — Représentation codée de média immersifs —

Partie 23: Conformité et logiciels de référence pour la vidéo immersive MPEG <https://standards.iteh.ai>

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC 23090-23:2023), which has been technically revised.

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The main changes are as follows:

- Additional reference bitstreams, updated reference software, and an extension of the decoder output logging process, to test the functionality that was added in ISO/IEC 23090-12:2025.

A list of all parts in the ISO/IEC 23090 series can be found on the ISO and IEC websites.

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